

LORENZO JAMES

+31 (0) 623347489
Lorenzojames456@gmail.com
Residency: Edinburgh, UK

[Portfolio website](#)

EMPLOYMENT

Student assistant	University of the Arts Utrecht	Jan 2018 – June 2018
<ul style="list-style-type: none">Assisted in the course Building Playful Worlds by helping students build interactive games in Unity3D.Gave lectures and workshops on Artificial Intelligence in games for students.Helped organize a game-jam and assisted teams throughout it.		
Game programmer	Sherlocked	Sep 2017 – Jan 2018
<ul style="list-style-type: none">Designed and developed an AR mystery experience for the iPhone.Combined OpenCV with ARKit to enable marker tracking in AR space in Unity 3D.Implemented game mechanics and features, bug fixes and code refactoring.		
Game programmer, Intern	PlayMagic	Jan 2017 – Jun 2017
<ul style="list-style-type: none">implemented AI behaviors and animations for an unannounced Gear VR and Oculus Go game project.Implemented game features, bug fixes and code refactoring.		

EDUCATION

Edinburgh, United Kingdom	Heriot-Watt University	Sep 2018 – Aug 2020
<ul style="list-style-type: none">M.S.C. in Computer Science (2 years). Specialized in Artificial Intelligence.Notable Courses: 3D Graphics and Animation (OpenGL); Games programming; Biologically Inspired Computation; Artificial intelligence and intelligent agents; Operating Systems; Network Applications.		
Utrecht, Netherlands	University of the Arts Utrecht	Sep 2014 – Aug 2018
<ul style="list-style-type: none">B.S.C. in Creative Media and Game Technologies. Specialized in Game development.Notable Courses: Data structures and Algorithms; C++ programming; Interactive development; Interaction design.		

ADDITIONAL EXPERIENCE

- Game Jams and Hackathons:** Participated in the Global Game Jams and Hackathons. Also in International applied game jams in the Netherlands and South Korea.
- President Heriot-Watt game development society (September 2018 - current):** I help society members realize game ideas, develop tutorials, share resources and organize events.
- Lead Instructor CodeCamp UK (Oktober 2019):** As lead instructor I introduced and taught 75 kids to do basic programming and lead instructors throughout a week long code camp.

LANGUAGES, SKILLS AND TECHNOLOGIES

- C#; Java; C++; Python; Html; CSS; JavaScript; SQL.
- Language flexibility; Communication; Self-learning; (Multi-disciplinary) Team work; Leadership; Version control; Agile (scrum); Problem solving.
- Unity 3D; OpenGL; Arduino; ARKit; VR; Git.